

Frogger® Ancient Shadow™

is now available on the Nintendo GameCube™!



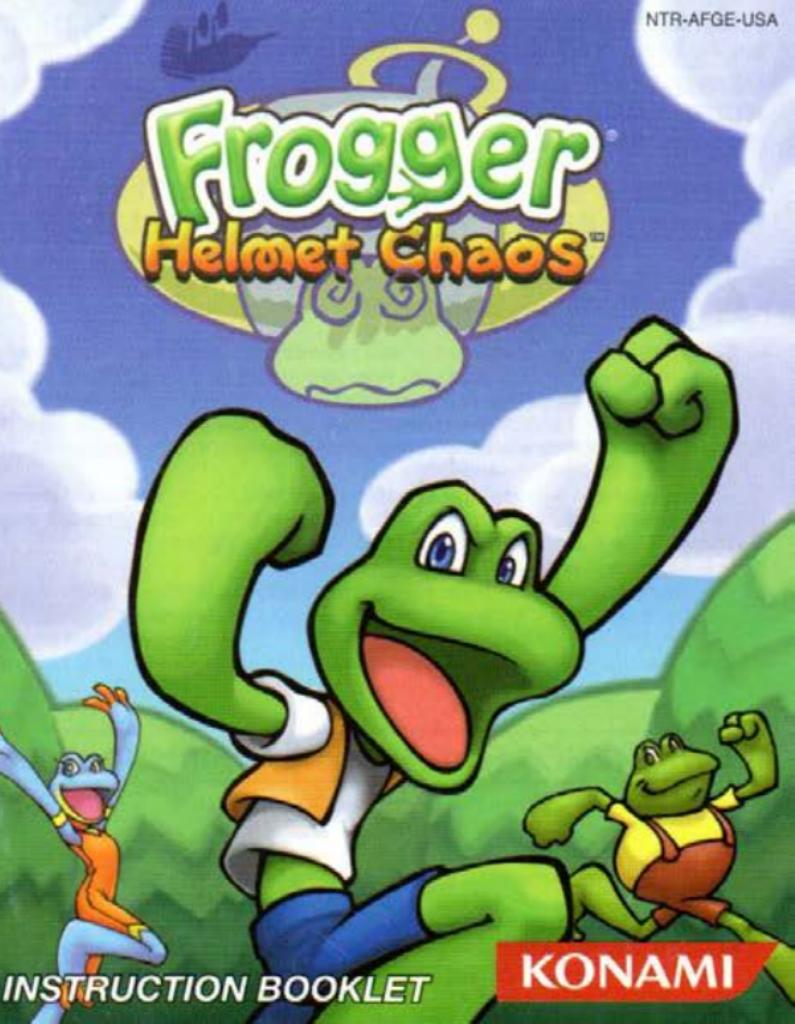
- Join Frogger in a new adventure for the whole family!
- Unlock cool content in Frogger Helmet Chaos!
- Includes the classic 1981 Frogger arcade game!

DOLBY
PRO LOGIC II



PRINTED IN USA

NINTENDO DS™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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EVERYONE



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Getting Started



4

Starting Up

Nintendo™ DS system configuration

Menu Controls

Control Pad	Highlight item
A Button	Select item, advance to next screen
B Button	Cancel, return to previous screen
START	Open/Close Pause Menu

Game Controls

Control Pad	Hop up, down, left, or right
B Button	Long Jump
Y Button	Tongue Grab
X Button	Vertical Jump
L Button	Rotate Left
R Button	Rotate Right
START	Pause

Note: Press the Control Pad while using the Tongue Grab to push or pull objects.



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Introduction



Once you press START from the title screen, you can choose to play a new game or continue a saved game. If you choose a new game, you are prompted to sign in (see Sign In on p. 7) and then you proceed to the Main Menu (see Main Menu on p. 8). If you choose to continue a game, you have some other options (see Loading a Game on p. 19) before you proceed to the Main Menu.

There are three slots on the File Select screen that display either NEW FILE or a saved game name.

To make a selection:

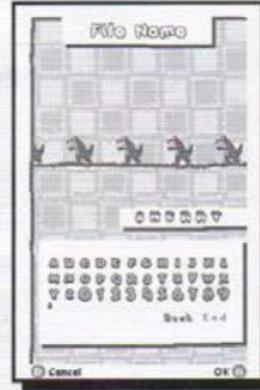
1. Use the Control Pad to highlight your choice and then press the A Button.



Sign In

When you sign in, you create a player name under which all game data is saved (Story, Mini Games, Options). To get started:

1. Press the Control Pad in any direction to highlight a character and then press the A Button to enter it. Continue until your player name is complete.



If you make a mistake, use the Control Pad to highlight BACK and then press the A Button to delete the last character.

2. When you are finished, press START to highlight END, and then press the A Button to advance to the Main Menu.



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The Main Menu is where you can hop into action with Story Mode and Mini Games, and set the game options (such as audio and Frogger's appearance).

Story Mode

This is the main adventure that takes Frogger on a long journey to discover the madness behind Helmet Chaos (see Story Mode on p. 9).

Mini Games

Play these alone, or take on up to three other players, either computer controlled or a friend(s), in head-to-head, Frogger-frenzied competition (see Multiplayer on p. 11).

Options

You want options? You got 'em! Adjust sound settings to your liking and dress Frogger up in some swamp-diving threads (see Options on p. 17).

Use the Control Pad to highlight a selection from the Main Menu, press the A Button, and let'er "ribbit!"



Story Mode



It's another beautiful morning in Firefly Swamp and Frogger is looking forward to spending the day fishing with his pal, Lumpy. But his plans are cut short when Lumpy goes missing all of a sudden. As Frogger searches for his friend, he notices some of the animals in the swamp are wearing odd helmets and act as if they're hypnotized. When Frogger finally catches up to Lumpy, it seems he, too, is wearing a helmet and wandering around like a zombie. But once the helmet is removed, Lumpy goes back to being his usual self.

On the way home Frogger and Lumpy meet Berry, an acrobatic frog who is part of a traveling caravan. She tells them that she's searching for her caravan members who walked off for no reason, much like Lumpy did. Frogger decides to get to the bottom of this and sets out to find who is responsible.

He soon finds out that an evil crocodile by the name of Dr. Wani has been creating the mind control helmets and has placed them on the local residents to make them do his bidding. It's up to Frogger to put an end to Dr. Wani's plans before everyone becomes his slaves.



Story Mode

Gameplay

After you select Story Mode, Frogger: Helmet Chaos™ begins and a character dialog paves the way. Press the A Button to advance the character dialog or press START to skip it altogether.



Starting the Game: Practice

Head out into the swamp to start tracking down the problem behind Helmet Chaos. There's no need for too many instructions here because the first level is a Practice mode. Hop onto the ? icons for hints on how to proceed. Once you complete the Practice round, you are ready for (almost) anything.

Mini Games



Mini Games are a diversion for Frogger to get away from the rigors of Firefly Swamp and Dr. Wani. There are three ways to play Mini Games.

Single Player

It's you versus the computer. When you select this option from the Mini Games screen, the list of Mini Games appears.

Wireless Multiplayer Play

Multiplayer

Play against one, two, or three other live players with everyone using their own Nintendo DS and Frogger: Helmet Chaos™ Game Cards. When you select this option, a screen appears that wants to know whether you will be starting (hosting) or joining a game.

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1. Use the Control Pad to highlight a choice, and then press the A Button to select it.

If you elect to start a game, a screen appears that shows you which players have joined. Once everyone has joined, press the A Button to proceed to the list of available Mini Games.

If you elect to join a game, a screen appears that shows you which games are available to join.

1. Use the Control Pad to highlight the game you want to join, and then press the A Button to select it. Once all players have joined, the host will start the game.

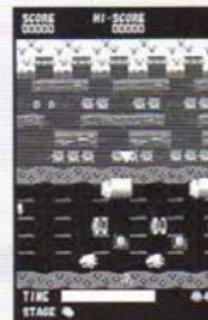
Nintendo DS Download Play

Play against one, two, or three other live players with everyone using their own Nintendo DS. Only one person needs to have the original Game Card and he or she can download a special version of Frogger: Helmet Chaos™ to the other systems. This gameplay is identical to Multiplayer play, except only the person with the original game cartridge has music. Everyone else only has the sound effects.

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There are more types of Mini Games than you can shake a joystick at, but you must be a patient collector in order to see them all. Only two games are available at first, Rib-It and Roly-Poly Toady. All of the other games listed below must be purchased using the gold coins collected in Story Mode.

Frogger Classic



Everybody's favorite! The original 1981 Arcade Frogger is back. Dodge the cars and enemies and get Frogger to safety. You get the entire screen to yourself in this version (no computer opponents).

Bug's Samba



They're creepy and they're crawly, but not to a frog who knows his way around. Avoid the big bugs and the baby bugs (when they hatch). Each hit consumes a life. Use the Tongue Grab to move hatching eggs into your opponent's path. The frog with the most lives remaining when time expires is the winner.

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Rib-It



This is frog tag and you're playing against the clock.

Don't be the one left holding the bag when time expires.

Crumble Rumble



This is an earthquake like you've never seen! Move around on the tiles and try to find steady ground. Don't backtrack too quickly or you'll soon find yourself down and out. Last frog standing wins that round. There are three rounds total.

Iron Frog



A new spin to the Classic Frogger where you have to outlast the opponents.

Everyone starts with five lives. The player with the most lives left when time runs out is the winner. Oh, and did we mention force hop is always on?

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Froggers



Also a revisit of the classic, but with three other computer opponents to beat. The one with the most Froggers to safety when time runs out is the winner.

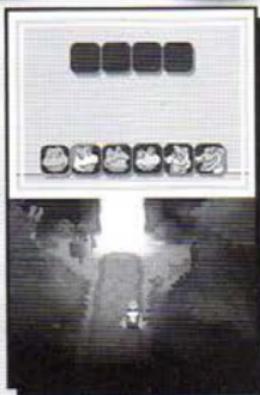


Roly-Poly Toady



This is Demolition Derby, Frogger style. Your objective is to stay inside the arena, while forcing your opponents out. The player with the most wins after three rounds wins. Blow into the microphone to control your player.

Secret Cards

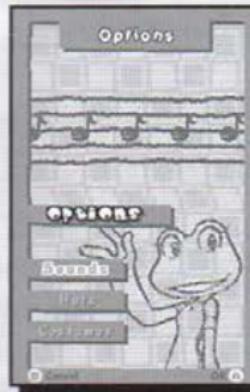


Secret cards can be very rewarding to one who is willing to go out and find them. They reveal passwords (a series of character icons) that unlock items in the Nintendo GameCube version of Frogger. Likewise, the Nintendo GameCube version of Frogger has passwords (a series of character icons) that unlock items in this version of the game. There is a slightly hidden area beyond the Caravan where you input passwords.

To enter a password:

1. Use the Control Pad to highlight a character icon and then press the A Button to enter it. Press the B Button at any time to delete part of the password. After all four password elements are entered, press the A Button to see what you've won.

Options



The Options screen is reached from the Main Menu. This is where you change the game settings to make the most of your Firefly Swamp experience.

On the Options screen:

1. Use the Control Pad to highlight SOUNDS, HATS, or COSTUMES.
2. Press the A Button to continue.
3. Use the Control Pad to highlight a selection.
4. Use the Control Pad to adjust any of the settings (if necessary).
5. Press the A Button to confirm a selection or press the B Button to exit without saving changes.
6. To exit the Options screen, press the B Button.

Options

Sound

Change the volume of the music or the sound affects.

Hats

You never knew Frogger had so many, uh, interesting fashion tastes. To get him decked out with some fancy brims, you must unlock or purchase them in Story Mode.

Costumes

Frogger never has to wait for Halloween to put on a costume. Perhaps he thinks he's in disguise, but it's pretty hard to miss a frog wearing, well, any kind of clothing! Costumes are listed here once you unlock them in Story Mode.



Loading a Game

Loading a game is done by pressing START at the title screen and then selecting a file name from the File Select screen. In order to load a game, you must have already signed in (see Sign In on p. 7) and created a save file. To select a game name:

1. Use the Control Pad to highlight the game you wish to load. Game data is displayed on the top screen. Press the A Button.

Three options are displayed on the next screen.

Start Game

Takes you to the Main Menu (see Main Menu on p. 8) to start the game that you have selected.

Duplicate

Create a copy of the game you have selected. When you select this option, a confirmation screen opens. Use the Control Pad to highlight YES or NO, and then press the A Button. If you select YES, the highlighted game occupies the next available slot on the File Select screen and you are returned to that screen.

Delete

Delete the saved game that you have selected. When you select this option, a confirmation screen opens. Use the Control Pad to highlight YES or NO, and then press the A Button. If you select YES, the highlighted game is removed from the File Select screen and you are returned to that screen.

Playing the Game

Whoever heard of a frog that doesn't swim!! Please don't ask that question too loudly because it embarrasses Frogger. Just try to get him pointed in the right direction, dry, safe, and sound. We won't mention the hundreds of opportunities for danger around every corner.

Advanced Controls

Hop



This is the easiest movement to master. Just press the Control Pad in the desired direction to move Frogger one tile.

Long Jump



Similar to the Hop, but the Long Jump moves Frogger two tiles at a time...double the distance. Use this command to leap over gaps, avoid danger, and move quickly from one place to another. Frogger will jump in whatever direction he is already facing. Press the B Button to perform a Long Jump.



Playing the Game

Vertical Jump



Some objects are a little taller than a small frog can reach. But Frogger has a vertical leap that would impress most pro basketball scouts. Press the X Button to perform a straight up, vertical leap. You can also press the X Button twice to perform a ground pounding stomp! Perhaps you can use this special move to enter hidden areas...

Tongue Grab



You knew that frog tongue would come in handy sometime! When you find an object is out of reach, simply grab it with Frogger's tongue. Face the object, and then press the Y Button to snag it with his tongue. Sometimes Frogger's tongue remains extended after pressing the Y Button. That means the object can be moved (see below).

Tongue Swing



Use the Vertical Jump-Tongue Grab combo whenever a swing pole appears to fly over extra wide gaps in the Swamp. Press the X Button, then quickly press and hold the Y Button to swing across.

Moving Objects



Frogger's tongue comes in handy in a number of ways. From time to time, you'll come across objects that need to be grabbed and pulled closer to, or pushed farther away from, Frogger. He then uses them as stepping stones or to activate some sort of mechanism. You'll know when an object can be pulled because Frogger's tongue remains extended when you press and hold the Y Button. While doing this, press the Control Pad in the appropriate direction to push or pull the object.

Playing the Game

Swamp Objects

There are many useful, and sometimes dangerous, items around Firefly Swamp that Frogger has to investigate.

Gold Coin



It may only be one gold coin, but they start to add up after awhile. Sometimes, you'll see many coins grouped together. Quickly collect eight in a row to earn 10 extra bonus coins.

Coin Bag



Worth 10 gold coins.

Swing Pole



Frogger can use a Vertical Jump-Tongue Grab combo to latch onto these and swing over extra wide gaps.

Pull Post



Frogger grabs these with his tongue to hoist himself over smaller gaps that are just too wide for a Long Jump.

Playing the Game

Movable Objects



Movable platforms help Frogger get over large gaps between dry land. Use the Tongue Grab (see p. 21) to grab one and pull it or push it, as needed. Movable objects can be pushed or pulled with the Tongue Grab. Move an object to gain access to certain areas and hoist Frogger to his destination.

Rotten Fruit



Rotten Fruit is bad for Frogger's health.

Fly



The Fly increases Frogger's max life by one quarter of a Health Container.

Fresh Fruit



This is the secret to a long Frogger life! It replenishes one of Frogger's Health Containers.

Checkpoint



Land on any one of these to establish a checkpoint. A checkpoint is where Frogger returns after an accident.

Playing the Game

Level Complete



The end of a level is marked by a special glowing checkpoint. When Frogger hops on top, the level ends and the Level Complete screen is displayed. Besides a very happy Frogger, this screen shows the time to completion, the number of coins collected, and the level's score. Press the A Button to proceed to the next level.

Game Over

If only Frogger were more like a cat with nine lives. Alas, his lives are more limited, but he's still a pretty tough frog. Each time Frogger takes a hit from an enemy or accidentally goes for a swim in Story Mode, he loses part of his life. Life can be replenished by finding and consuming Health Containers along the way, but after enough hits, Frogger dies and the Game Over screen appears. Press the A Button and then you can choose to "Try Again" or save it for another day.

Characters

There are many characters Frogger meets in his adventures. Below are descriptions of a few of them.



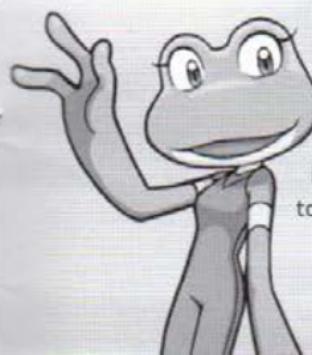
Frogger

Our hero, who somehow always gets thrown in the middle of a great adventure, is both courageous and adventurous (but also a little bit on the goofy side). Memories of an early near-drowning incident have left him scarred, and to this day, he does not swim.



Lumpy

Frogger's friend and guardian. He often journeys to exotic lands, but never returns to Firefly Swamp without souvenirs for both Frogger and Lily.



Berry

Berry is a 14-year-old Amazon frog who performs as an acrobat in a traveling caravan. She meets up with Frogger while looking for her younger sister, Blue. Not only is Berry agile, she also has the ability to stick onto walls with her hands and feet.



Credits

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Scott Dobson, as Ronin, Cave Boss, and Bunny 2

Brian Dobson, as Chief Bonzo and Herald

Scott McNeil, as Lumpy, Finnus, Narrator, Bunny 3, and Baby frog

France Perras, as Mama Cat

Laara Sadiq, as Berry and Blue

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